**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting :06/03/2019

Time of Meeting :18:00

Attendees:-Petrut Vasile, Sorin Cristea, Louis Vagner

Apologies from:-

**Item One:- Postmortem of previous week**

What went well : We successfully made a playable prototype

What went badly : Louis failed to complete all of his tasks

Feedback Recieved :

* “You need either a punishment or a better reward scheme”
* “It’s repetitive”
* “Can become boring fast”

Individual work completed:-

Petrut Vasile

* Produce a script that defines the ability class
* Produce a script that makes enemies attack when the player is in a certain range of them
* Produce a script that will allow the player to use the abilities
* Produce a script that allows the player to take the ability of the enemy that killed him

Louis Vagner

* Updated the PlayerController Script so the player can attack enemies

Sorin Cristea

* Produce one animation for the dark element ability
* Produce one animation for the light element ability
* Produce one animation for the fire element ability
* Produce one animation for the water element ability
* Produce one animation for the wind element ability
* Produce one animation for the earth element ability

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint. **Be Specific. We will have a .....That does X and Y**

**We will have a working animation system for the abilities. The player will automatically navigate the dungeon.**

Tasks for the current week:-

You need to be absolutely clear as a team that individual participants understand the tasks they are being asked to complete and have estimated how long it will take them to finish. No more than 6 hours per person per week, 3 hours in lab based work and 3 remotely delivered.

Petrut Vasile

* Implement all abilities animations in Unity
* Change the player controller script so the player automatically moves towards the closest enemy

Louis Vagner

* Create a visual representation of the current health that can be used for any character
* Implement a button that will start / stop the player's attack

Sorin Cristea

* Produce a written document that reflects players reviews in idle games
* Produce written design document
* Produce a written document containing 10 paragraphs each presenting a self contained story

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :-21:00

Minute Taker:-3 hours